

FARTHINGHOE COMMUNITY PRIMARY SCHOOL

NEWSLETTER : 1st June 2020



Dear Parents, Carers, Governors and Friends,

Firstly, I would like to thank you all for your continued understanding, patience and support at this very challenging and strange time. We have all worked together to support each other, keep everyone safe, as well as work, run our homes, educate our children and try to maintain some normality in our lives.

On Saturday I emailed those parents with children in EYFS, Year 1 and Year 6 with further arrangements for the return of children today.

This letter is to confirm the new arrangements for setting work for those children at home (this information is a repeat of the newsletter from Monday 22nd May)

Each Wednesday we will be sharing a well-being activity. This might be a family task or an activity that is fun and encourages our families to spend time talking about any worries. It is completely optional and you might want to use this day to catch up with family or just spend some time outdoors. This week the task is to create a board game together. The instructions are at the bottom of this newsletter.

On Friday I will send out a short email to let you know how our first week back went and inform you of any changes to our routines.

Arrangements for children who will still be at home during phase 1 (this is a repeat of the information that went out on Monday 22nd May) :

The government expectation is that children in EYFS, year 1 and year 6 attend school, however we appreciate some parents will be keeping their children at home. Therefore, we would like to have daily Google Meets for all children no matter what year they are in. These will take place every morning (apart from Wednesdays). It is very important to us that parents feel that if they have made the decision to keep their child at home, they know the children are able to complete the same work at home as we are doing in school. We hope the daily Google Meet will reassure parents that this is happening. It is entirely optional and we encourage you to take the lead from your child. If they need a break from any of the learning in the home packs, please do take the appropriate time off. We would encourage the children to attend a couple of Google Meets each week.

Hamilton Maths packs will be put on the website (**uploaded on to the individual class pages**) alongside teacher prepared English work to include reading, punctuation spelling and grammar. This will be put on the website every Friday. We will also make greater use of BBC Bitesize and the Oak Academy.

The 'meet up' each morning will allow for more explanation about the day's task. It allows the children at school to feel connected to the children at home. It also gives an opportunity for the teachers to read to the children and talk about how they are feeling.

Please note - There **will not** be a Google Meet on Wednesdays.

Google meet times:

9.10am - Year 5 and 6 Assembly and setting of work for the day

How to contact us

Telephone: 01295 710406

Email: head@farthinghoe.northants-ecl.gov.uk or bursar@farthinghoe.northants-ecl.gov.uk

Website: www.farthinghoeprimaryschool.co.uk

9.30am - Year 3 and 4 Assembly and setting work for the day. Mrs Farrell on Monday and Tuesday, Mrs Whitehouse on Thursday and Friday

10.00am - Keystage 1 (year 1 and 2) Assembly and setting work for the day

10.30am - EYFS assembly

In **English** the work completed through the week should build up to a final piece of writing. Please can we ask that this is emailed or photographed/scanned and emailed to staff, either via the school office email or directly to the teacher.

In **Maths**, as much as possible, it would be so useful if the work could be emailed to staff. The teachers can then comment on it and return it to you. We have really enjoyed reading through your brilliant work that has already been handed in on paper. Unfortunately, new guidance around items going backwards and forwards between school and home states that this should be reduced as much as possible. So we will not be able to return the work handed to us on paper until the current situation is over. Therefore, if as much work as possible could be emailed in, this would allow children to get a personal comment congratulating them on their work.

A weekly **Science/Creative project** will be set for the afternoons with specific tasks. This will be put on the website.

If you have any questions, please do not hesitate to contact me. We have been thinking of you all and, as always, continue to operate with the safety of the children at the heart of everything we do.

Many kind regards,

Mrs Whitehouse

Well-being Wednesday task - How to make a Board Game that is designed for your family?



1. Choose a theme

Decide on a theme for the game. Here are some suggestions to get you started.

- Adventure (jungle adventure, pirate adventure, space, explorers, deep sea)
- Family life and activities
- A movie
- A book (Narnia stories, Harry Potter, Fancy Nancy, Pete the Cat.....)

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- Landmarks in your town

Take a look at the board games you already own for inspiration. Could you adapt one of them?

Wikipedia has a list of every board game that currently exists. Looking at this list for inspiration you can create your own board game and even develop your own unique set of rules. http://en.wikipedia.org/wiki/List_of_board_games

2. Make your board

There are two options : 1. Draw your own board game on cardboard or Bristol board or 2. Print out a board template.

- A simple roll the dice game for young children.
- A more complex game board for older children. You make game cards to place in the middle of the board.

3. Make your game pieces

Make game pieces from small objects you find around the house such as Lego men, small plastic figures/animals, buttons, coins, shells or rocks.

Or make your own.....here is a simple idea....

Adapt this idea by drawing (or gluing a picture) onto some card. Cut out and mount on a bulldog clip.



4. Add some rewards and challenges that fit with your theme

Print them straight on the board or create game cards. Index cards cut in half are just the right size for game cards. For example

- The dog ate your homework. Go back 2 spaces.
- Meet a monkey who steals your watch! Go back five spaces
- Hold your tongue and say the alphabet.
- Oh no, you forgot your lunch. Lose a turn.
- Make a funny face.

Encourage creativity and humour!

5. Decide how you want to move the pieces

Will you draw cards, use a spinner, or throw dice? Will you use a combination of these methods? You could even make your own specialized dice or spinner.

You can find a traditional die template

Here's a blank die template - <https://www.crayola.com/free-coloring-pages/print/personalized-paper-dice-coloring-page/>

Or a number spinner - <https://www.craftnhome.com/number-spinners-for-maths.html>

6. Decide on the basic rules

These will probably change as you play the game, but it's good to have a starting point.

7. Play the game

You may have to make adjustments and tweak the rules as you go along. The main thing is to have fun!

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